**Area of Learning: ARTS EDUCATION — Visual Arts: Studio Arts 2D Grade 12**

**BIG IDEAS**

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| An artist’s intention transforms **materials** into two-dimensional art. |  | Visual arts are an essential element of culture and personal identity. |  | Refining artistic expression requires perseverance, resilience, and risk taking. |  | Purposeful artistic choices enhance depth and meaning in artistic works. |  | **Aesthetic experiences** have the power to transform our perspective. |

**Learning Standards**

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| **Curricular Competencies** | **Content** |
| *Students are expected to be able to do the following:*  Explore and create   * Create two-dimensional (2D) artistic works using **sensory inspiration**,  imagination, and inquiry * Design, create, and refine a range of 2D artistic works for a specific audience * Examineartistic possibilities and **take creative** **risks** * Refine artistic skills and techniques from a variety of **styles** * Demonstrate active engagement in creating artistic works and resolving  creative challenges * Examine contributions of traditional, innovative, and intercultural visual artists  from a variety of **movements**, periods, and contexts * Intentionally select and combine materials, processes, and technologies  to convey ideas, and justify choices   Reason and reflect   * Recognize and engage in the reciprocal process of a **critique** * Interpret and evaluate, using discipline-specific language, how artists  use materials, technologies, processes, and **environments** in 2D art making * Analyze and apply design choices in 2D artistic works * Reflect on personal answers to **aesthetic questions** * Examine the influences of a **variety of contexts** on artistic works | *Students are expected to know the following:*   * **elements of visual art** * **principles of design** * **image development strategies** * **materials**, **technologies**, and **processes**  for 2D artistic works * **creative processes** * symbols and metaphors * roles of and relationships between artist  and audience in a variety of contexts * influences of **visual culture** in social and other media * traditional and contemporary First Peoples worldviews, stories, practices, and history,  as expressed through 2D artistic works * contributions of traditional, innovative,  and intercultural visual artists from a variety  of movements, contexts, and periods * history of a variety of artistic movements, including their roles in historical and contemporary societies * **moral rights**, and the ethics of **cultural appropriation** and plagiarism * health and safety protocols and procedures |

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**Learning Standards (continued)**

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| **Curricular Competencies** | **Content** |
| Communicate and document   * **Document**, share, and appreciate 2D artistic works in a variety of contexts * Demonstrate respect for self, others, and **place** through art making * Express ideas and perspectives through 2D artistic works * Investigate and **respond** to **social and environmental issues** through  2D artistic works   Connect and expand   * Create artistic works to reflect **personal voice**, story, and values * Explore First Peoples perspectives, knowledge, and protocols; other **ways of knowing**, and local cultural knowledge through 2D artistic works * Examine the reciprocal relationships between 2D artistic works, culture, and society * Evaluate personal, educational, and professional opportunities related to visual arts and related fields * Connect with others on a local, national, or global scale through 2D artistic works * Demonstrate safe and **responsible** **use of materials**, tools, and work space |  |